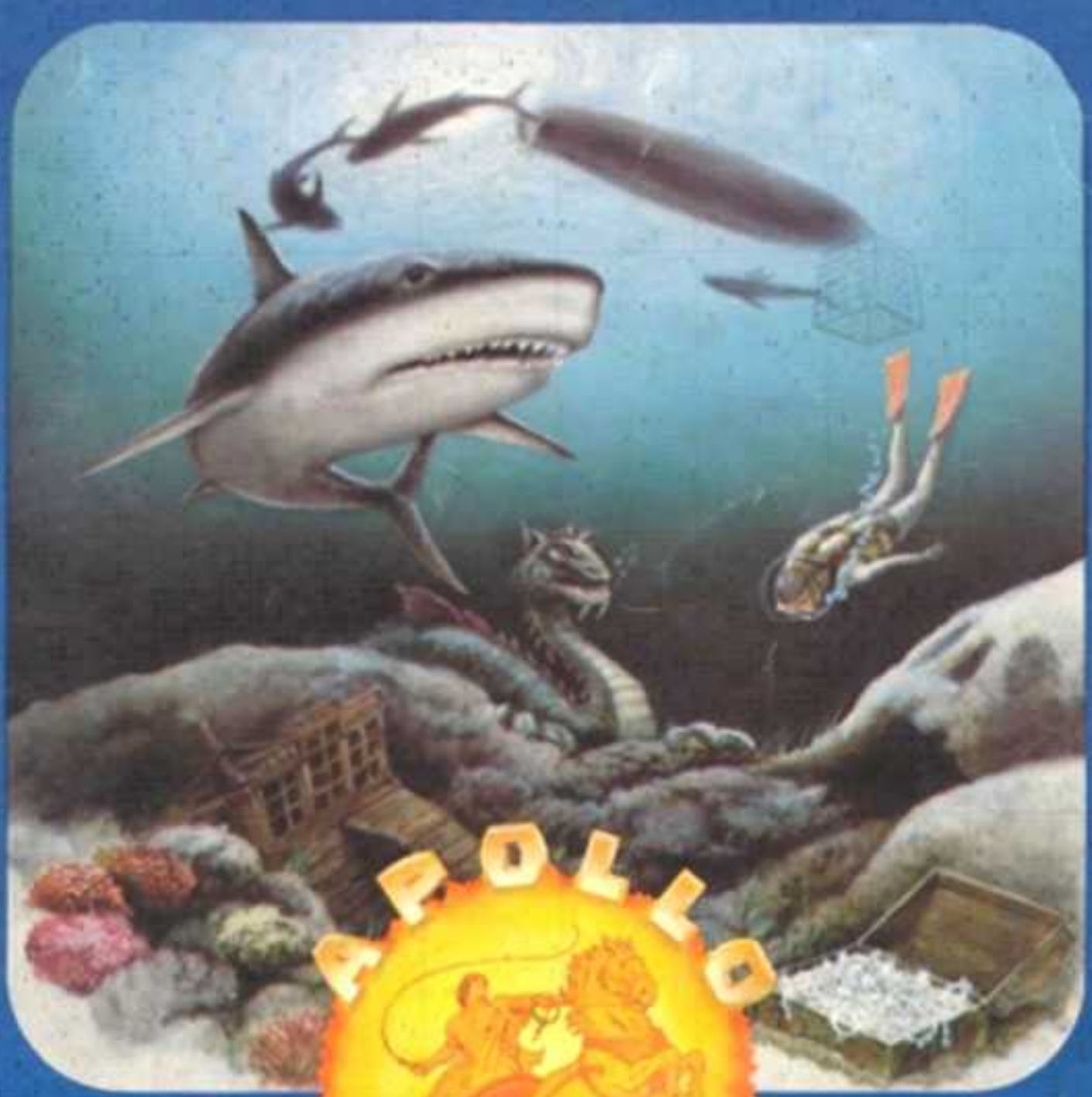
LOCHJAW™

For One or Two Players

DIRECTIONS INSIDE FOR 16 EXCITING GAME VARIATIONS

GAME INSTRUCTIONS



APOLLO

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EmuMovies

LOCHJAW

You are a deep sea diver in search of a fabulous treasure of diamonds that spilled from the hold of a Spanish galleon that sank during a fierce storm in the early sixteenth century. You dive deep into the murky darkness of Davey Jones' Locker, and enter the shark-infested maze of kelp to retrieve the treasure. You know your mission is rife with danger ... the terrible jaws of the man-eating sharks that patrol the kelp beds ... the lurking menace of the legendary Loch Ness monster, a beast that will pursue you relentlessly if you dare invade its territory.

THE SET-UP

Lochjaw™ is played with one or two players using the Joystick Controller. Be sure the power is off when you insert or remove the Lochjaw™ cartridge from your video game system.

THE DIFFICULTY SWITCH

When you set the Difficulty Switch to the "B" position, your diver moves rapidly through the deep. But at the "A" setting, he labors slowly against a heavy current, and your challenge of acquiring a fortune while eluding death is much greater.

To provide a handicap advantage for a less experienced player in a two-player game, you may adjust the positions of the Difficulty Switches. Simply place the switch in position B for the inexperienced player, and in position A for the veteran.

THE JOYSTICK CONTROLLER

Hold your Joystick Controller so that the red "FIRE" button is in the upper left hand corner. Use this button to pick up diamonds when your diver is over them in the pick 'm up game; to close the shark cage door in the games that allow it; and to pick up the shark prod. Use your joystick to control your diver's movements in eight directions as illustrated above.

SCORING

The screen shows one player's score on the left of the screen, the other player's score on the right, and in the middle the current turn score of the player competing at that time. When that player's turn is completed, the score will be added automatically to the permanent score at the side of the screen. Players score one point for each diamond gathered. Ir1 the gobble game; the central score reflects how many diamonds the diver is carrying with him, and is added to his permanent score when he returns to the shark cage. In the pick 'm up game, the central score reflects how many diamonds in the shark cage, which is not added to the permanent score until the screen is cleared of diamonds, or the diver is eaten by a shark. You get five points for each shark killed.

OPTIONS

In the one-player mode, the game is over when a player's three divers and any earned bonus divers have all been eaten by hungry sharks. You get one bonus diver each time 100 points are earned. When two people are playing, each completes his turn when one of his divers is eaten by a shark. In the pick 'm up game, a diver must take the diamonds to the shark cage one at a time, while in the gobble game, he collects them merely by swimming over them. Players may also decide whether the shark cage door is always open, controlled by diver, open and closed at random, or rotated to different sides of the cage.

SHARK CAGE

In the "open and closed at random" mode, the diver has no control over the shark cage door. But in the "diver control" mode, the game begins with the door open. When your diver has entered the cage and you press the red "FIRE" button on your joystick controller, you will close the door. When you release your fire button, the shark cage door will open.

SHARKS

Sharks move across the maze, and are not bounded by it as is the diver. On each pass, if a shark encounters any diamonds, he will eat one. If a shark bumps the shark cage when the door is open in the pick 'm up game, he will remove one diamond from the cage. In the gobble game, however, sharks only attack divers.

PROTECTION FROM SHARKS

A diver is safe from sharks when he is in the shark cage and the door is closed. He will also destroy any shark he encounters when carrying a shark prod. However, he cannot pick up diamonds when he is carrying a shark prod, and he cannot put it back down until he has killed a shark with it. Shark prods are each effective only one time.

MYSTERY CAVES

When the diver enters one of the four corner caves, he will immediately and unpredictably reappear from any of the four caves.

LOCH NESS MONSTER

BEWARE! You cannot kill Nessie. When she is disturbed, Nessie appears from one of the four caves, and she will continue after the diver who has disturbed her until your diver leads her back to one of the four caves, whereupon she will enter and go back to sleep. NOTE: The shark cage is no defense against the awesome strength of Nessie.

GAME MENU

There are 16 variations of LOCHJAW. Select your favorite with the game select switch on your console choosing from any of the variations shown on our game matrix.

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